Auto-Play Speed Bingo

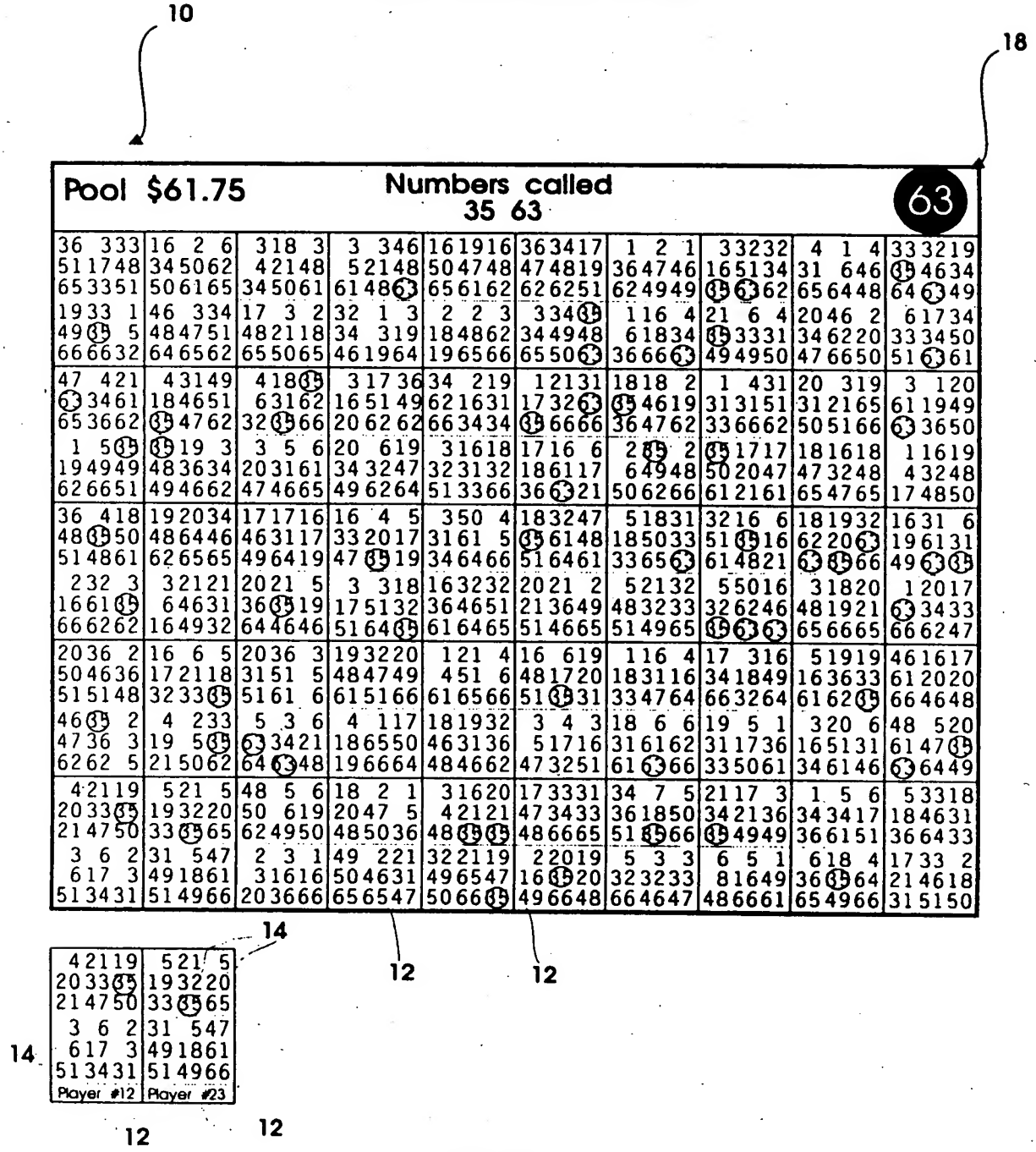
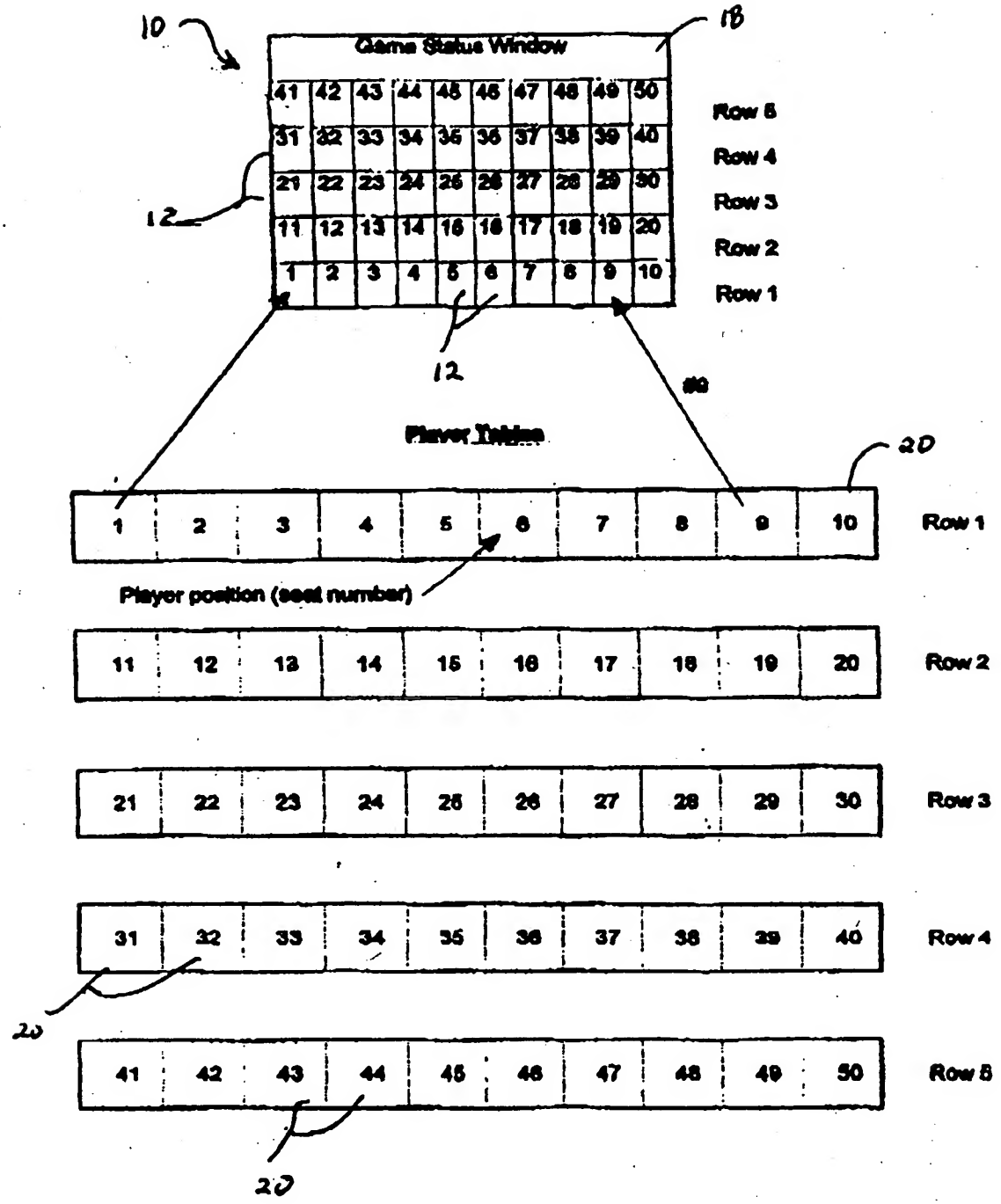


Figure 1

FIGURE 2


10
18
Game Status Window
41 42 43 44 45 46 47 48 49 50
31 32 33 34 35 36 37 38 39 40
21 22 23 24 25 26 27 28 29 30
11 12 13 14 15 16 17 18 19 20
1 2 3 4 5 6 7 8 9 10
Row 5
Row 4
Row 3
Row 2
Row 1
12
12
Player Tables
20
1 2 3 4 5 6 7 8 9 10
Row 1
Player position (seat number)
11 12 13 14 15 16 17 18 19 20
Row 2
21 22 23 24 25 26 27 28 29 30
Row 3
31 32 33 34 35 36 37 38 39 40
Row 4
20
41 42 43 44 45 46 47 48 49 50
Row 5
20

Auto-Play Sp d Bingo

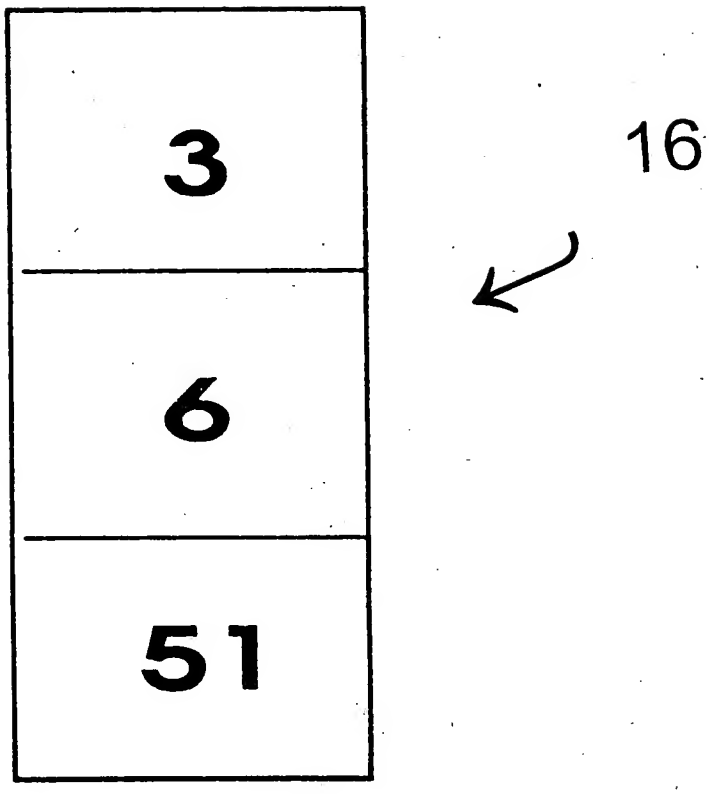


Figure 3

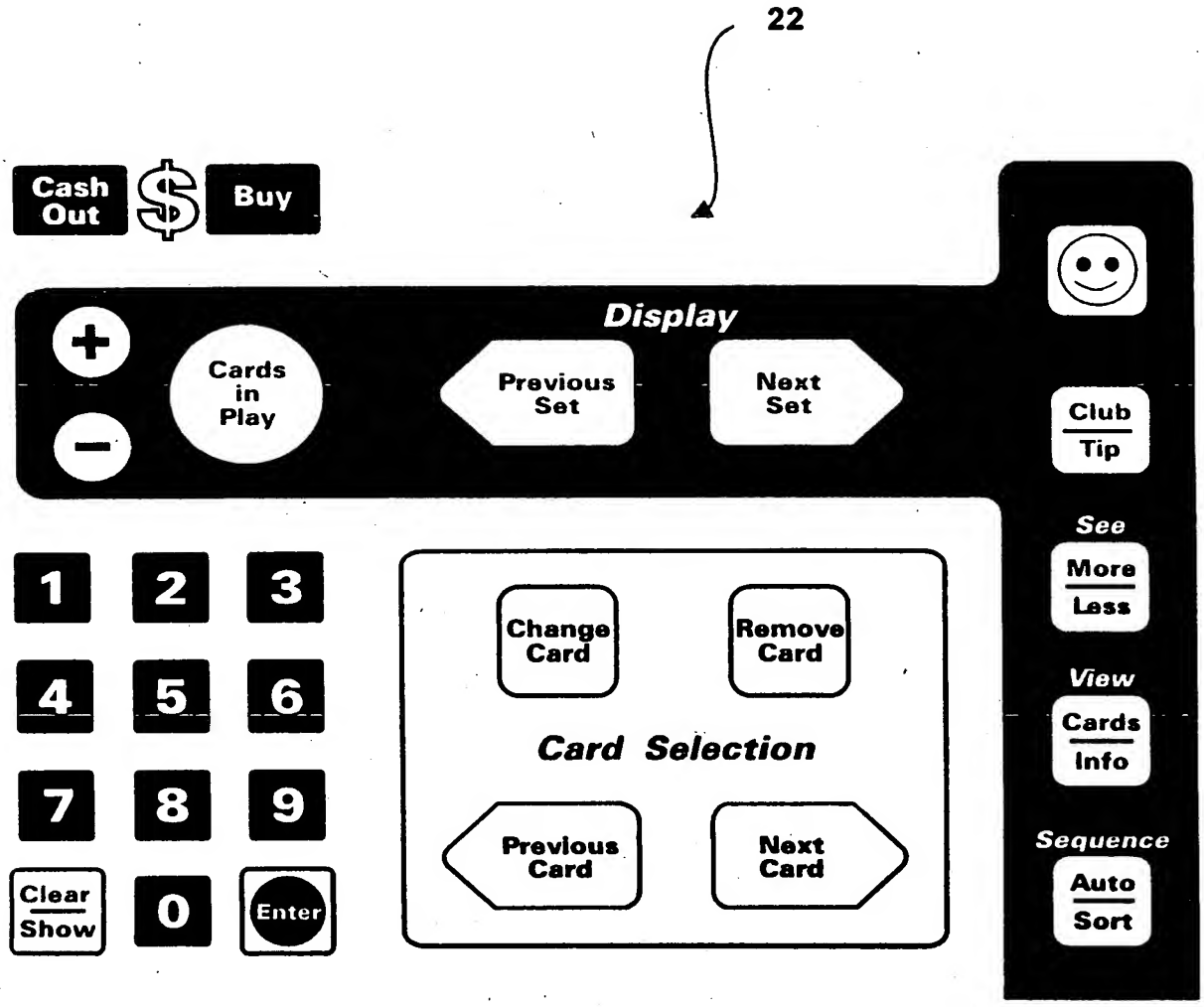

22
Cash Out
Buy
Display
Cards in Play
Previous Set
Next Set
Club Tip
See
More Less
View
Cards Info
Sequence
Auto Sort
1
2
3
4
5
6
7
8
9
Clear Show
0
Enter
Change Card
Remove Card
Card Selection
Previous Card
Next Card

Figure 4

FIGURE 5

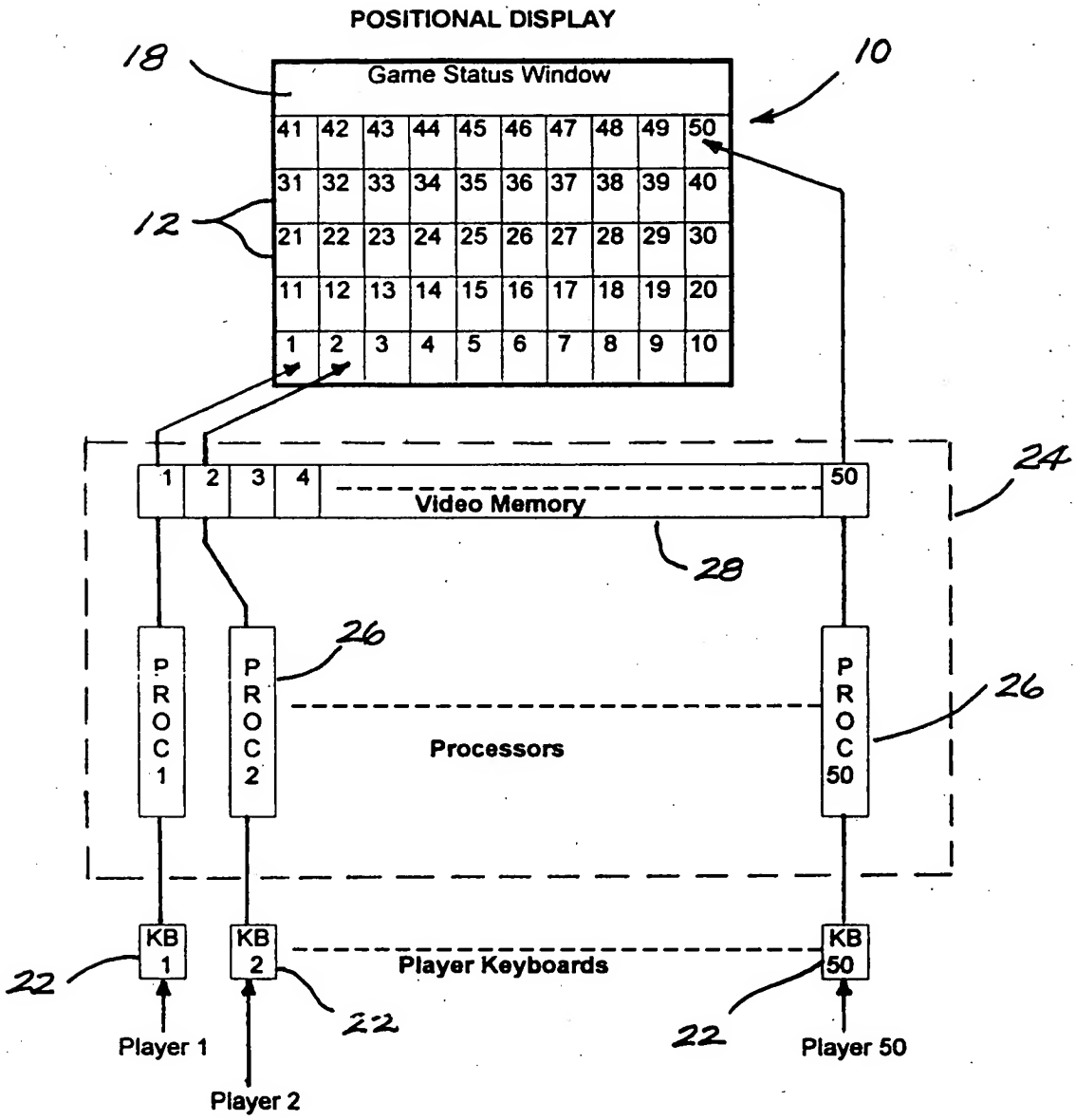

POSITIONAL DISPLAY
18
10
Game Status Window
41 42 43 44 45 46 47 48 49 50
31 32 33 34 35 36 37 38 39 40
12
21 22 23 24 25 26 27 28 29 30
11 12 13 14 15 16 17 18 19 20
1 2 3 4 5 6 7 8 9 10
1 2 3 4 50
Video Memory
24
28
26
PROC 1
PROC 2
PROC 50
Processors
26
KB 1
KB 2
KB 50
Player Keyboards
22
22
22
Player 1
Player 2
Player 50

FIGURE 6a

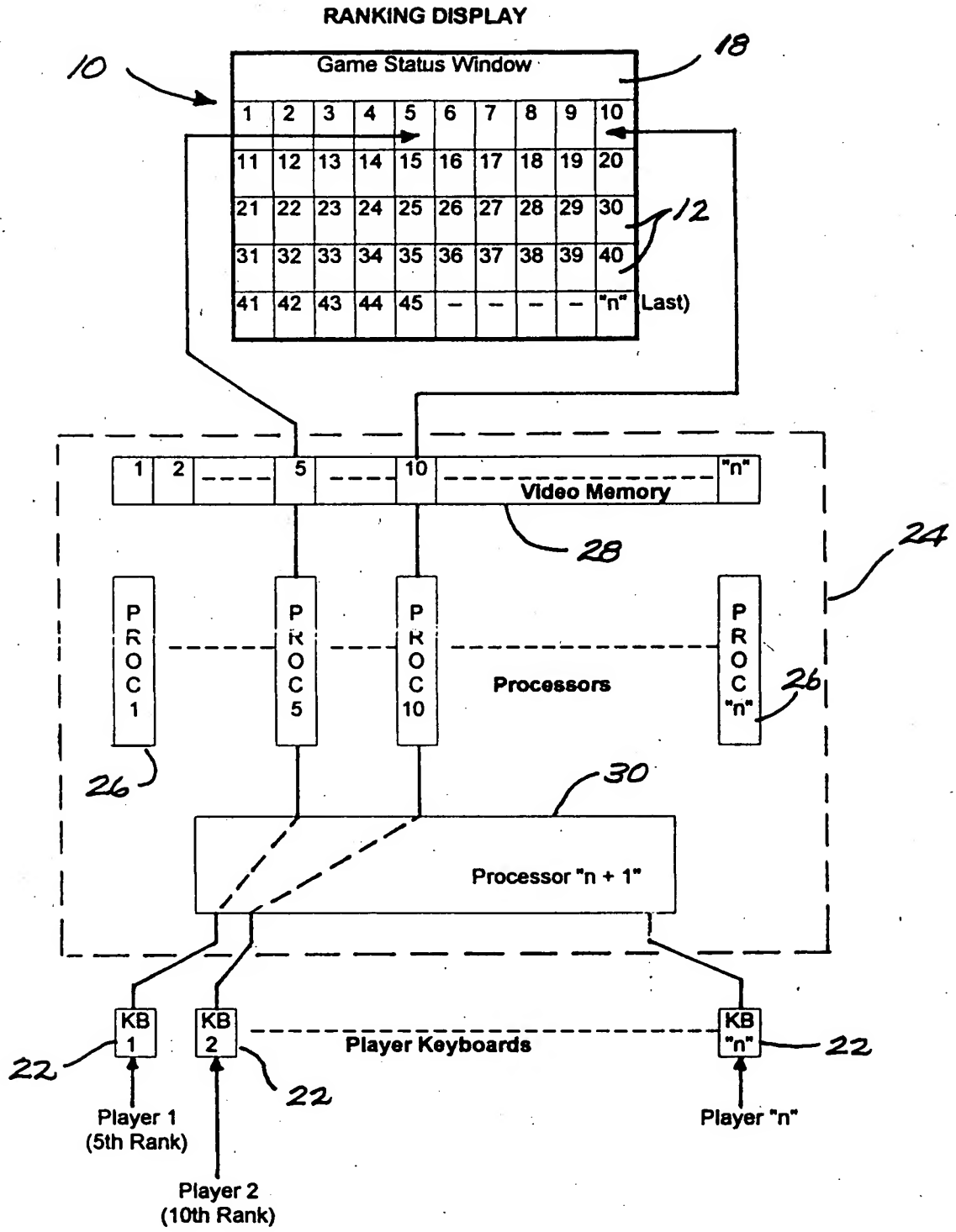
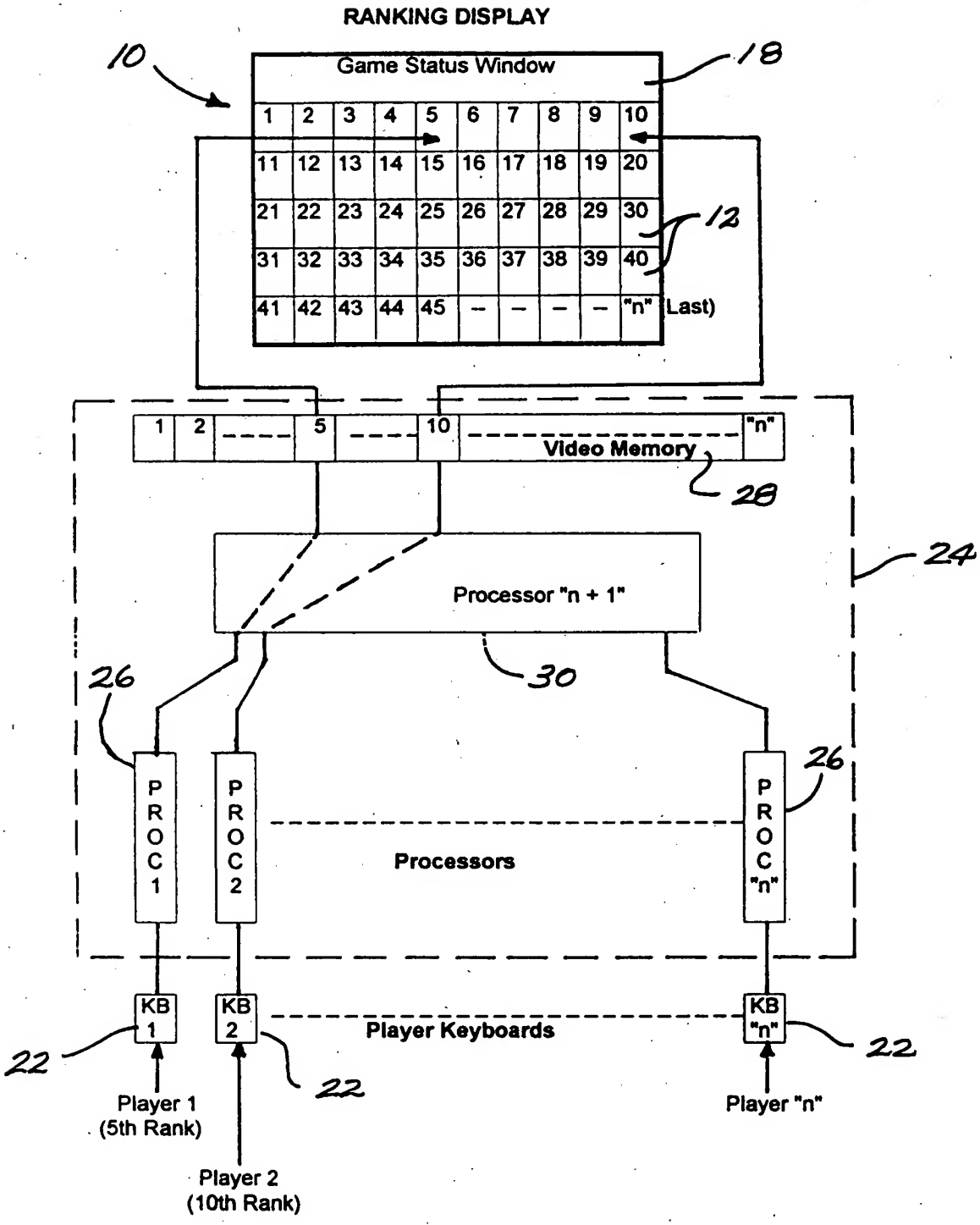

RANKING DISPLAY
10
Game Status Window
18
1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 – – – – "n" (Last)
12
1 2 5 10 "n"
Video Memory
28
24
PROC 1
PROC 5
PROC 10
Processors
PROC "n"
26
26
30
Processor "n + 1"
KB 1
KB 2
KB "n"
Player Keyboards
22
22
22
Player 1 (5th Rank)
Player 2 (10th Rank)
Player "n"

FIGURE 6b


RANKING DISPLAY
10
Game Status Window
18
1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 – – – – "n" (Last)
12
1 2 5 10 "n"
Video Memory
28
24
Processor "n + 1"
30
26
PROC 1
PROC 2
Processors
PROC "n"
26
KB 1
KB 2
Player Keyboards
KB "n"
22
22
22
Player 1
(5th Rank)
Player 2
(10th Rank)
Player "n"

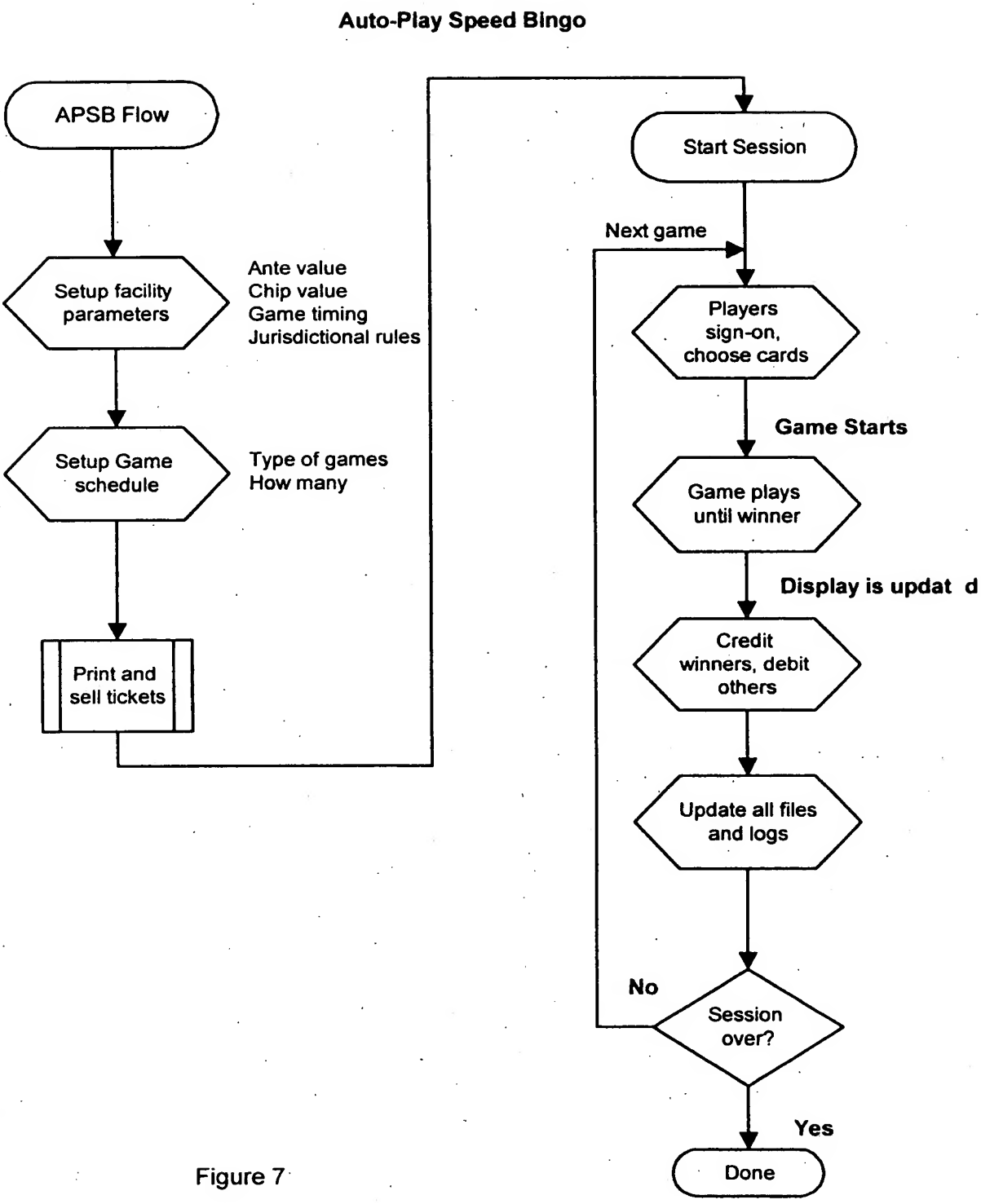

Auto-Play Speed Bingo
APSB Flow
Setup facility parameters
Ante value
Chip value
Game timing
Jurisdictional rules
Setup Game schedule
Type of games
How many
Print and sell tickets
Start Session
Next game
Players sign-on, choose cards
Game Starts
Game plays until winner
Display is updat d
Credit winners, debit others
Update all files and logs
No
Session over?
Yes
Done

Figure 7

Auto-Play Speed Bingo

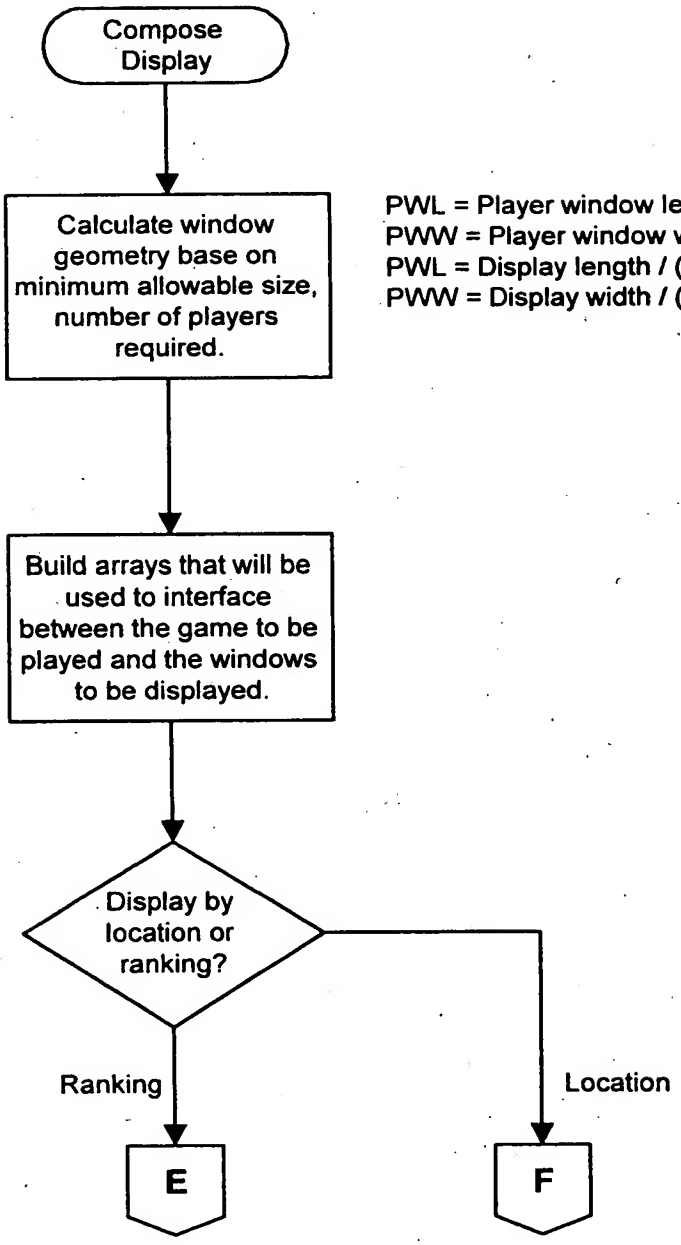


Figure 8a

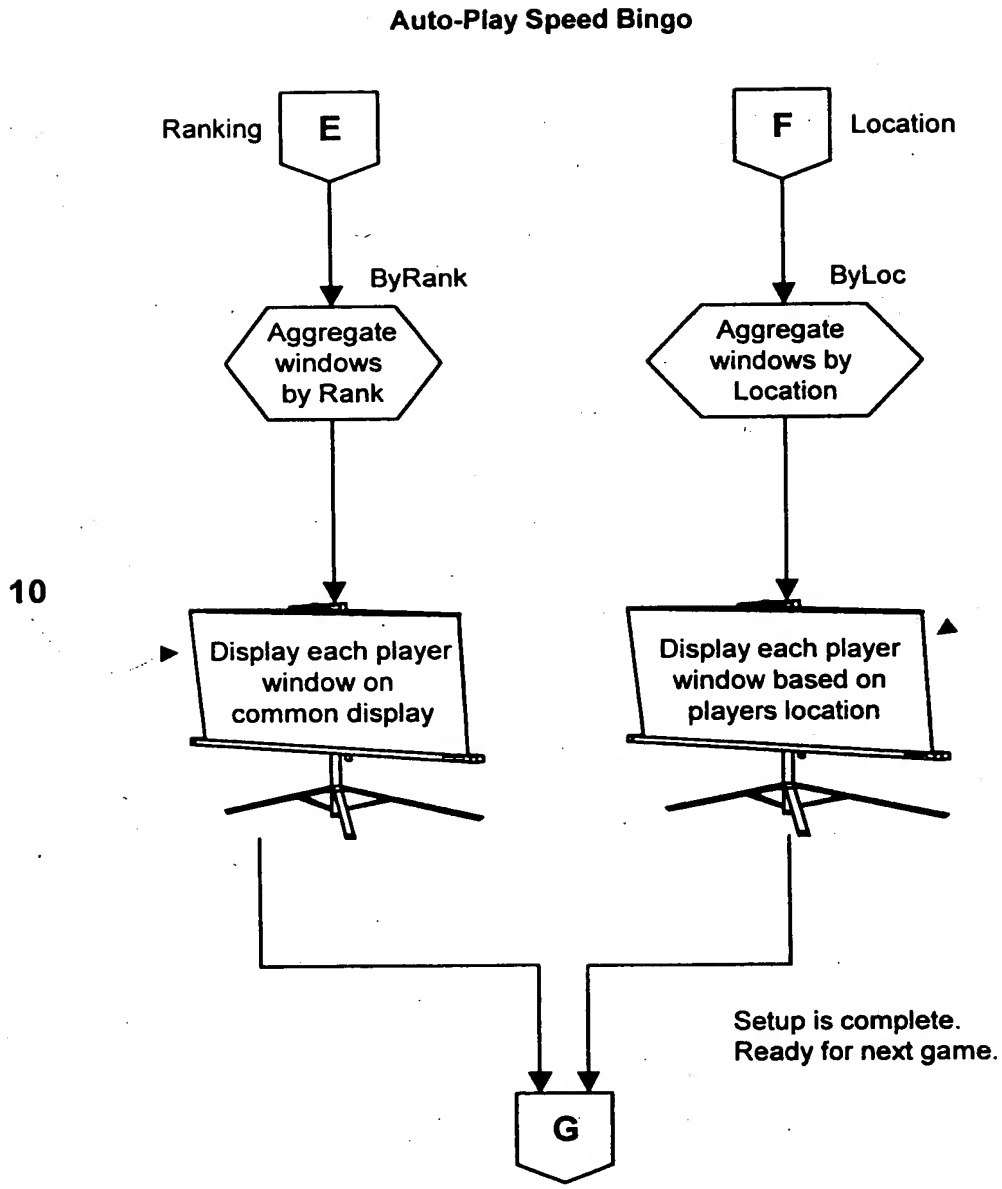

Auto-Play Speed Bingo
Ranking
E
F
Location
ByRank
ByLoc
Aggregate windows by Rank
Aggregate windows by Location
10
10
Display each player window on common display
Display each player window based on players location
Setup is complete.
Ready for next game.
G

Figure 8b

Auto-Play Speed Bingo

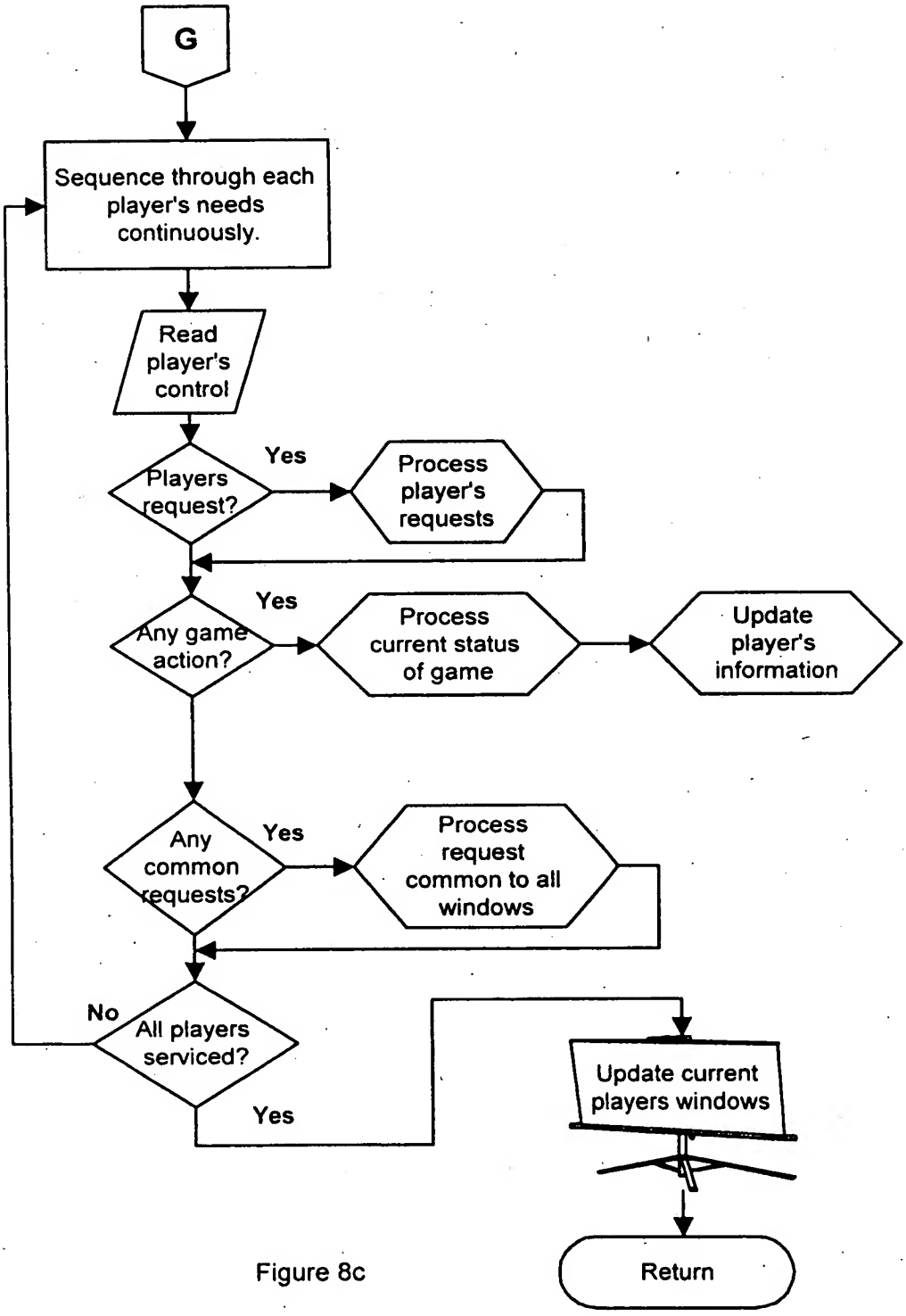


Figure 8c

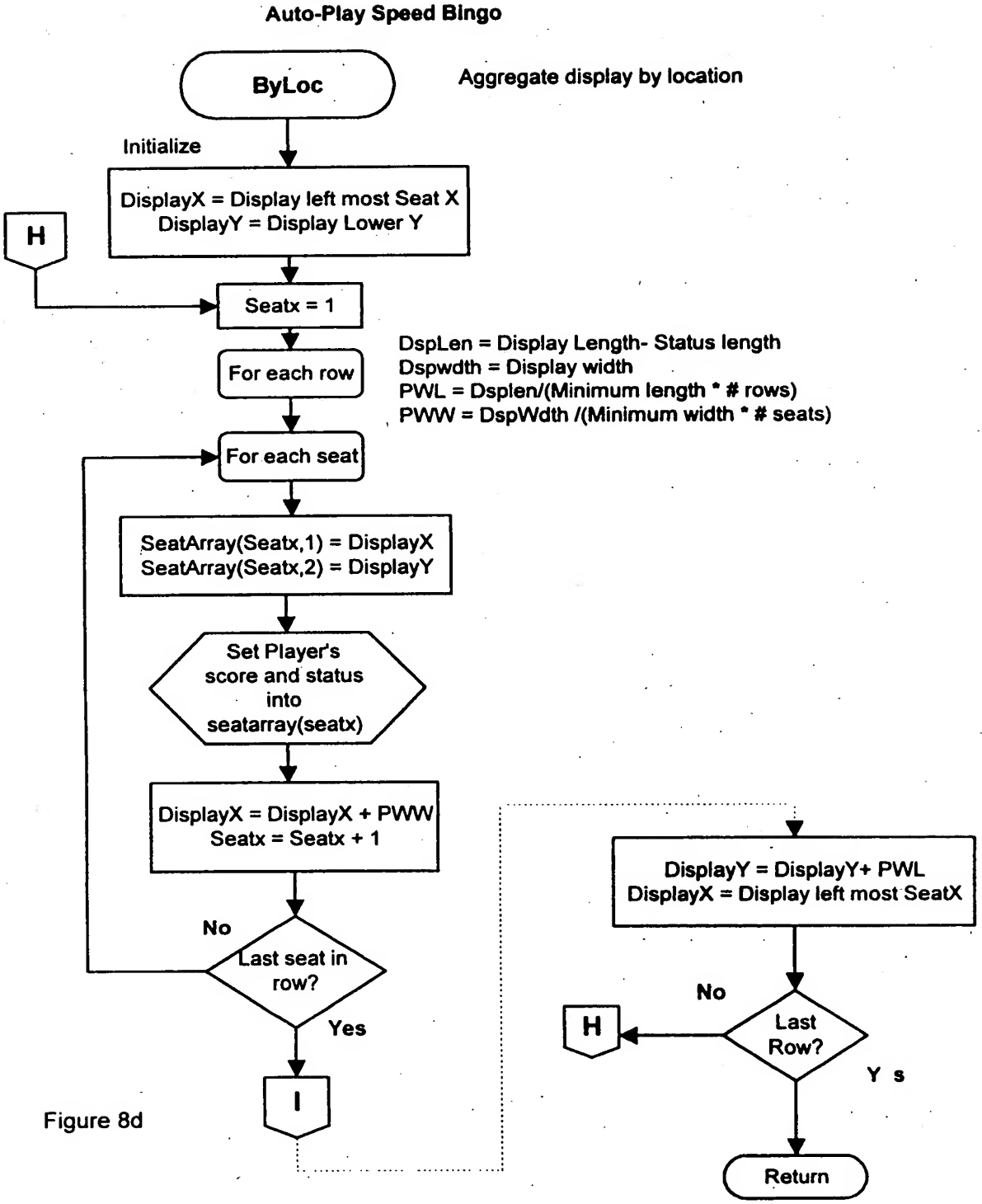

Auto-Play Speed Bingo
ByLoc
Aggregate display by location
Initialize
DisplayX = Display left most Seat X
DisplayY = Display Lower Y
H
Seatx = 1
For each row
DspLen = Display Length- Status length
Dspwdth = Display width
PWL = Dsplen/(Minimum length * # rows)
PWW = DspWdth /(Minimum width * # seats)
For each seat
SeatArray(Seatx,1) = DisplayX
SeatArray(Seatx,2) = DisplayY
Set Player's score and status into seatarray(seatx)
DisplayX = DisplayX + PWW
Seatx = Seatx + 1
No
Last seat in row?
Yes
I
DisplayY = DisplayY+ PWL
DisplayX = Display left most SeatX
No
H
Last Row?
Y s
Return

Figure 8d

Auto-Play Speed Bingo

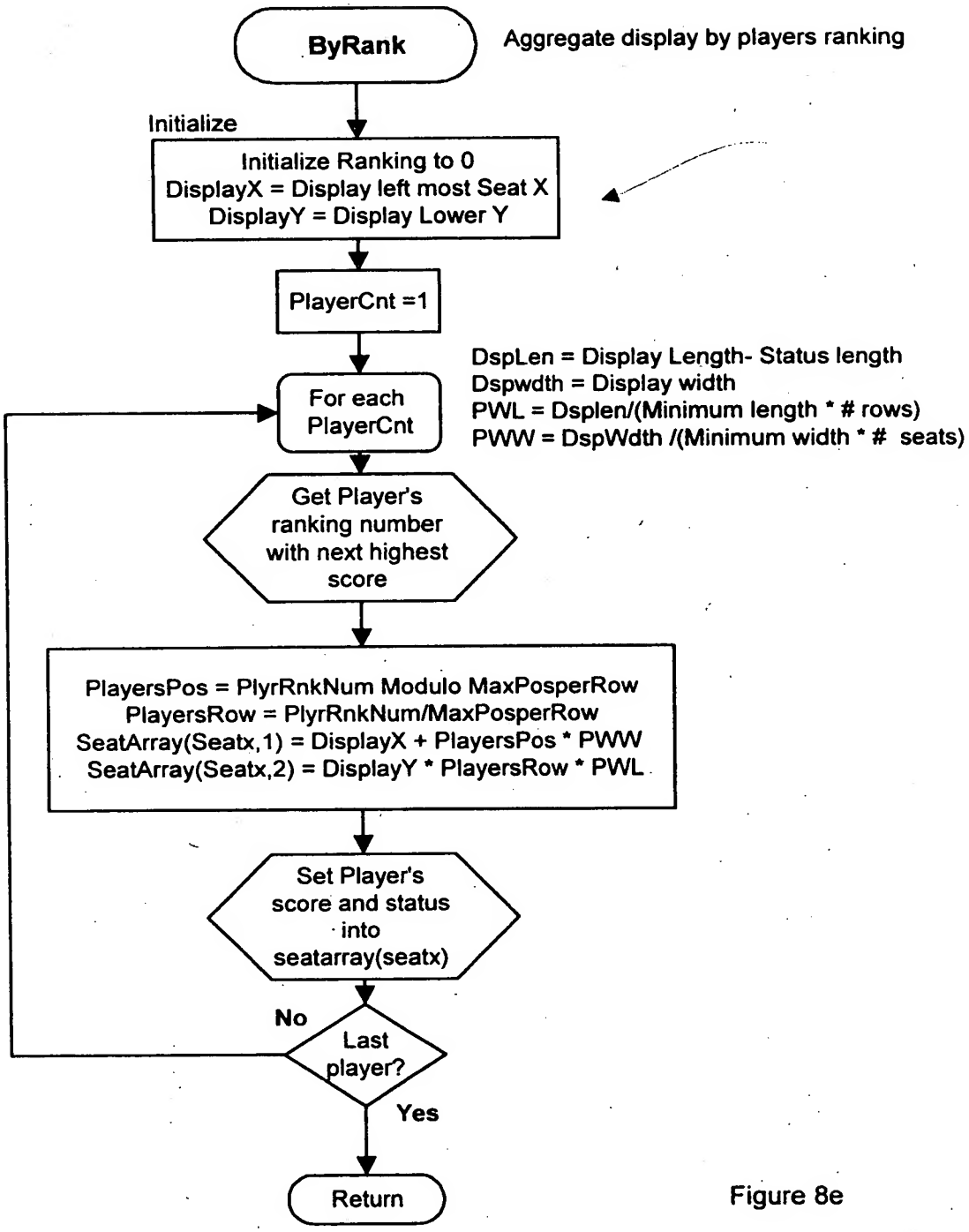


Figure 8e

Virtual Player Buy in

Auto-Play Speed Bingo

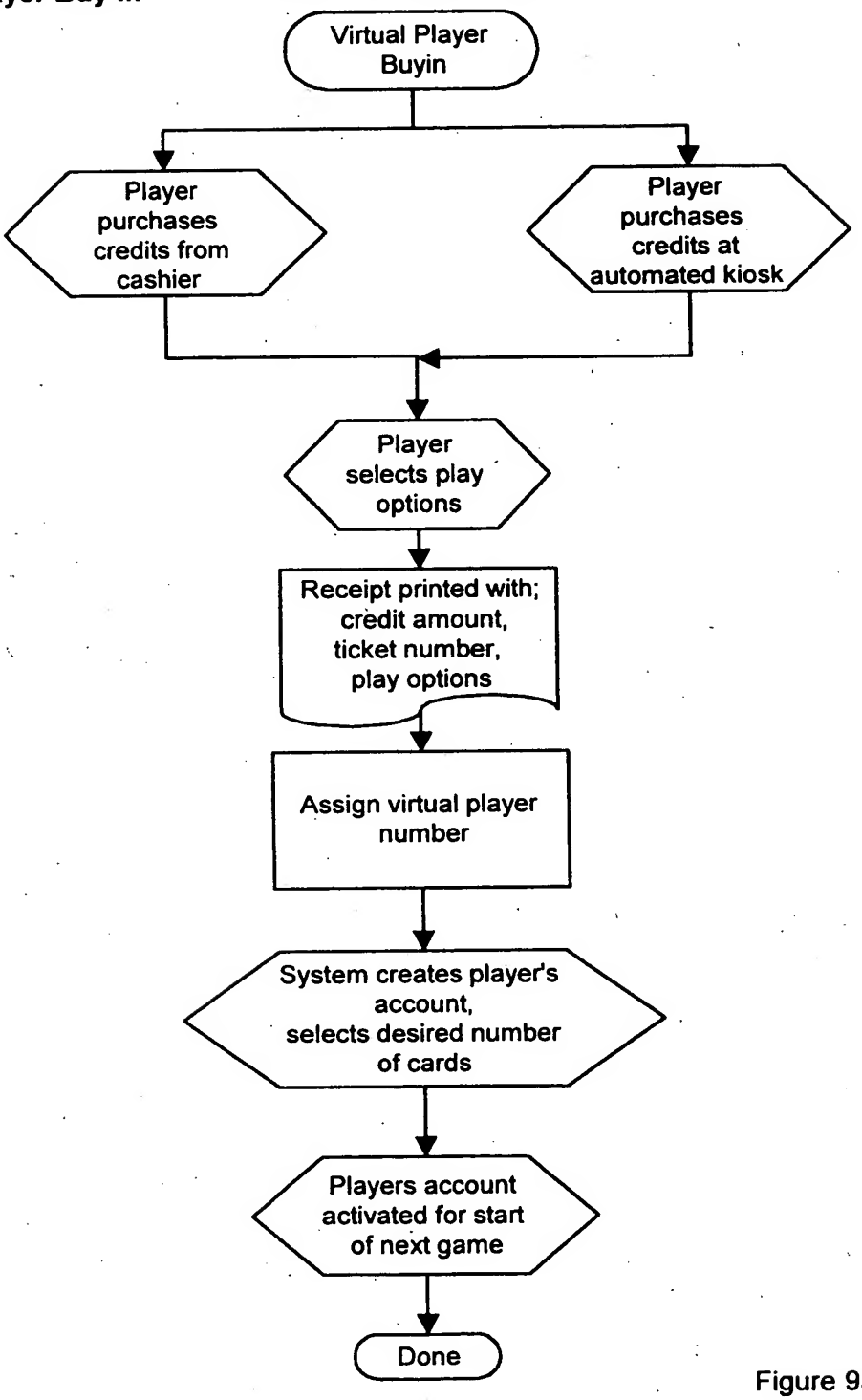


Figure 9a

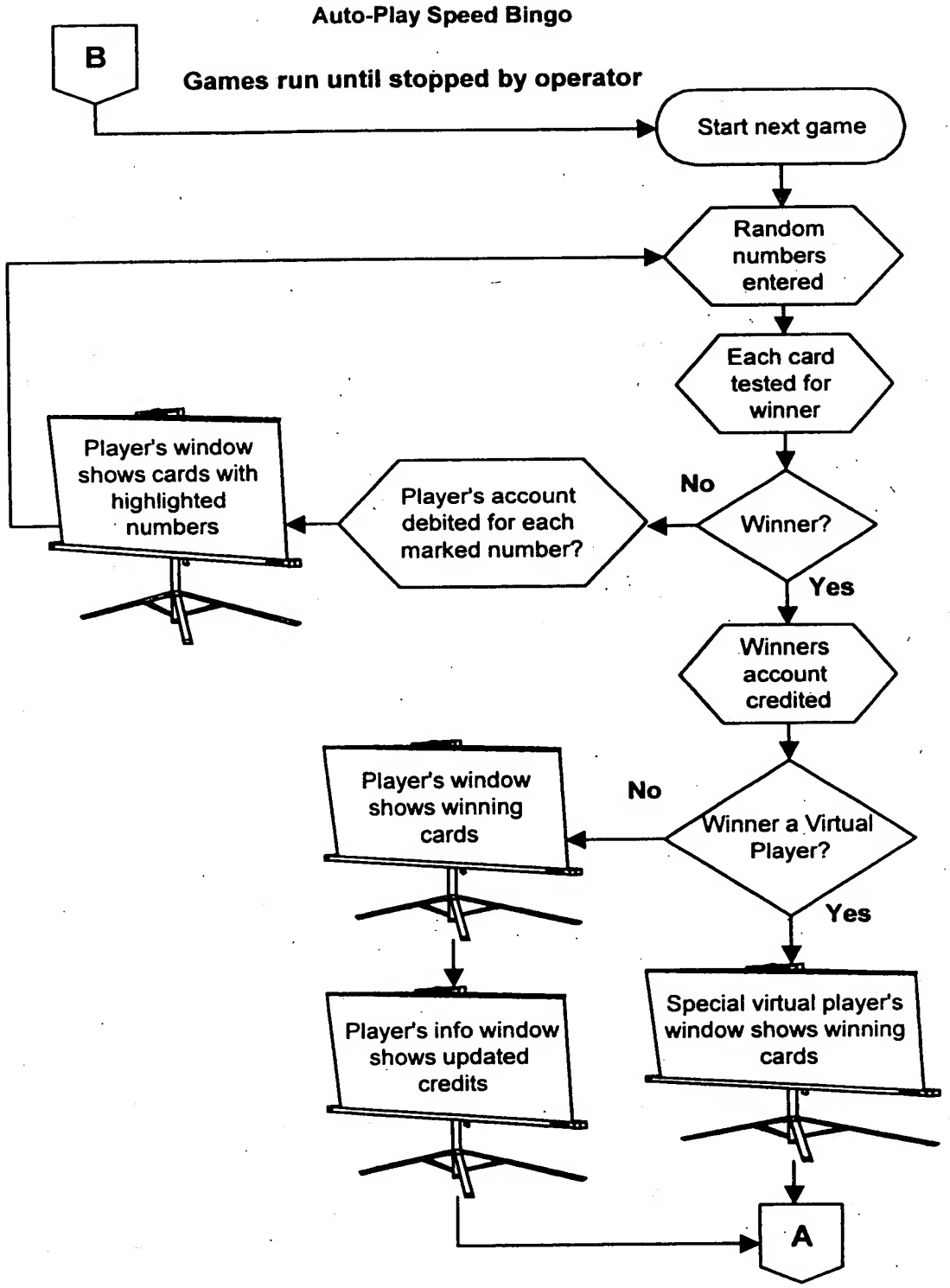

Auto-Play Speed Bingo
B
Games run until stopped by operator
Start next game
Random numbers entered
Each card tested for winner
Winner?
No
Player's account debited for each marked number?
Player's window shows cards with highlighted numbers
Yes
Winners account credited
Winner a Virtual Player?
No
Player's window shows winning cards
Player's info window shows updated credits
Yes
Special virtual player's window shows winning cards
A

Figure 9b

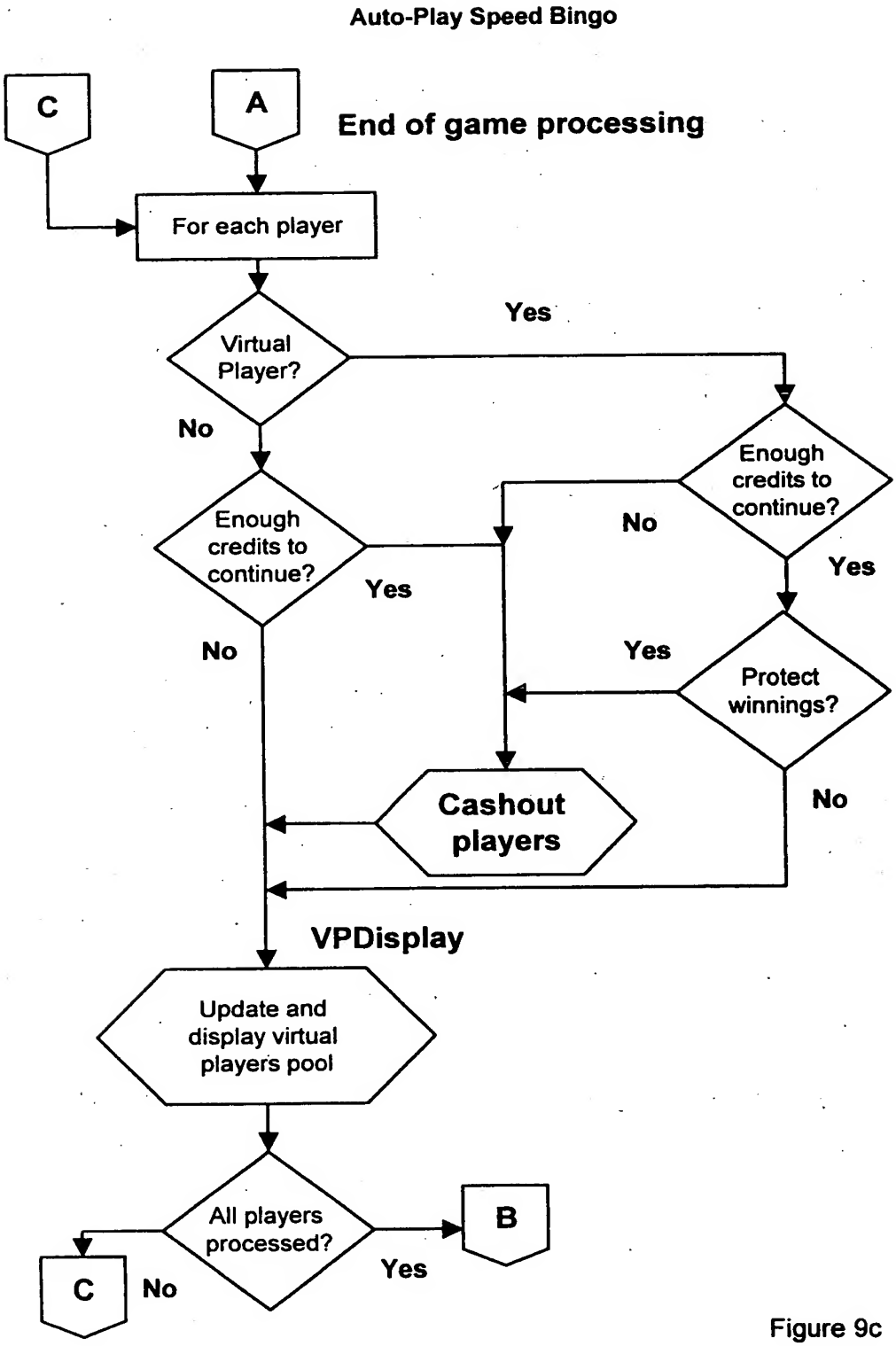

Auto-Play Speed Bingo
C
A
End of game processing
For each player
Virtual Player?
Yes
No
Enough credits to continue?
No
Yes
Enough credits to continue?
Yes
No
Yes
Protect winnings?
No
Cashout players
VPDisplay
Update and display virtual players pool
All players processed?
B
Yes
C
No

Figure 9c

Auto-Play Speed Bingo

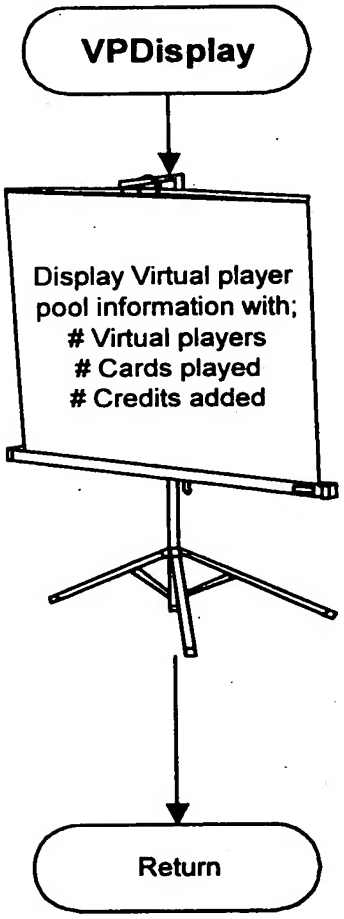
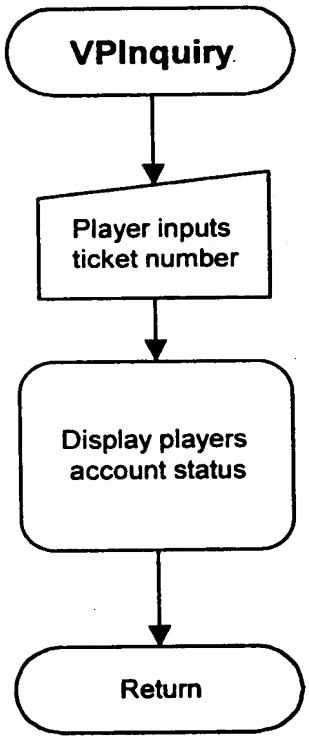


Figure 9d

Auto-Play Speed Bingo



Account status includes:
Number of games played
Credits won
Current credit balance
Status of 'quit' options.

Figure 9e